

Dreamcast™

# EVIL DEAD

## HAIL TO THE KING™

THQ™

MATURE  
M  
CONTENT RATED BY  
ESRB

T-10003N

## **WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System**

### **CAUTION**

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### **HEALTH AND EPILEPSY WARNING**

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms, and fingers so that you can continue comfortably playing the game in the future.

### **OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### **PROJECTION TELEVISION WARNING**

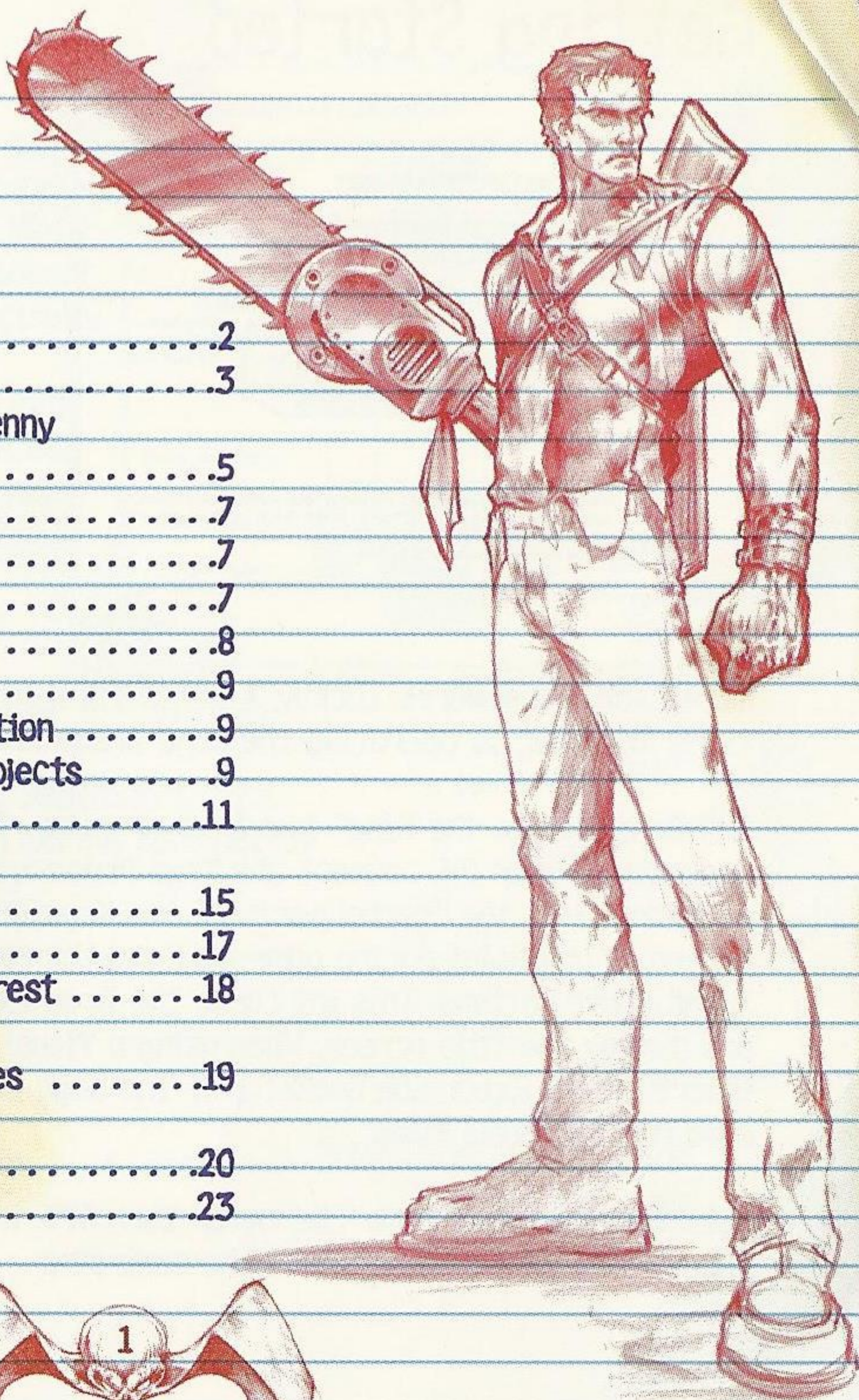
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### **SEGA DREAMCAST VIDEO GAME USE**

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons is purely coincidental.

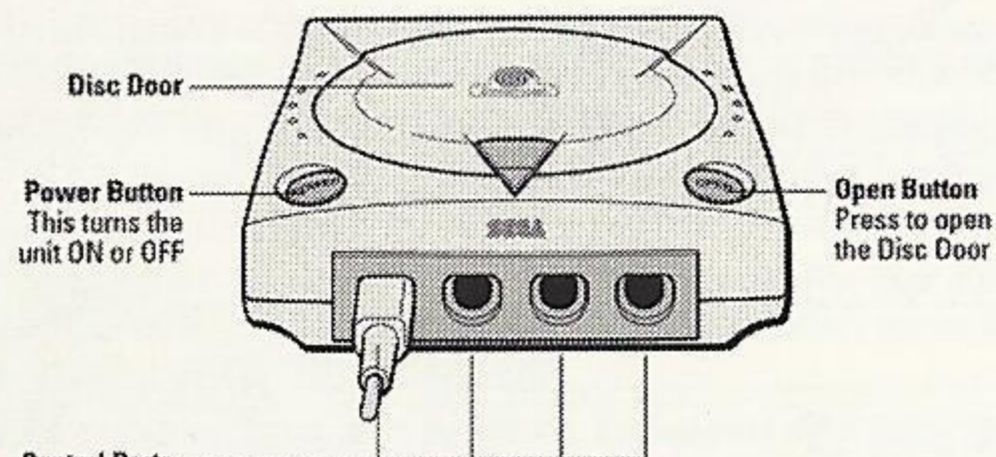
# Contents

Getting Started .....	2
Controls .....	3
The Evil In The Woods and Jenny from Arts & Crafts .....	5
Main Menu .....	7
New Game .....	7
Load Game .....	7
Options .....	8
Being Ash (Ain't Bad) .....	9
On-Screen Game Information .....	9
Health, Power-ups and Objects .....	9
Inventory Screen .....	11
Talk Loudly And Carry A Big (Boom) Stick .....	15
Saving/Loading Games. ....	17
Old Map of the Cabin and Forest .....	18
The Mad Poet Alzeez of Damascus & the Dark Ones .....	19
Deadite Drawings from the Necronomicon .....	20
Credits .....	23



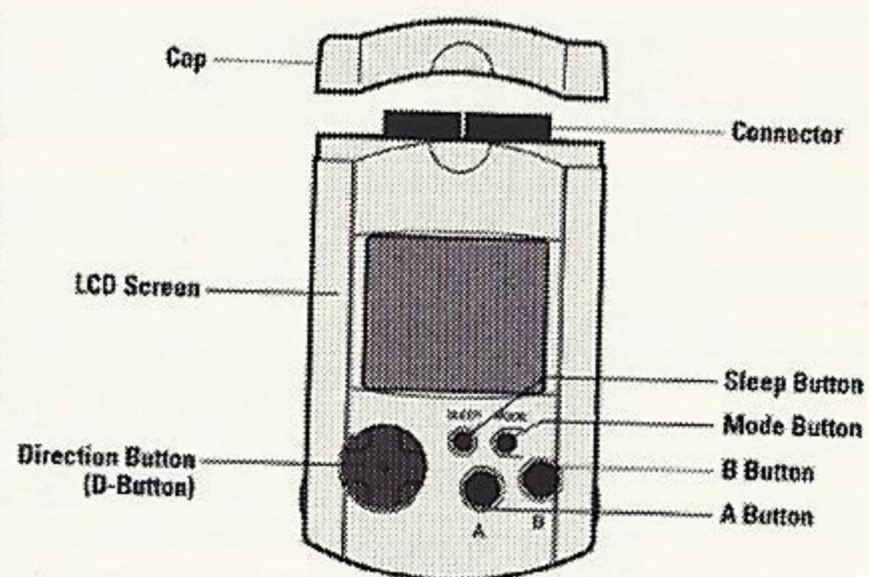
# Getting Started

## SEGA DREAMCAST HARDWARE UNIT



**Control Ports**  
Use these ports to connect the Dreamcast Controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. Use each port to connect controllers for players 1 to 4 respectively.  
NOTE: Control Port can also be referred to as Port.

## VISUAL MEMORY UNIT (VMU)



Name's Ash. Housewares. Luckily, I had to fill in for Greg in Electronics a few times last year, so operating the Sega Dreamcast will be a snap.

Evil Dead: Hail to the King™ is a 1 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y, and Start Buttons. This will cause the Dreamcast to soft-reset the software and display the title screen. When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Sega Dreamcast controller in order to save and load game files.

Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.



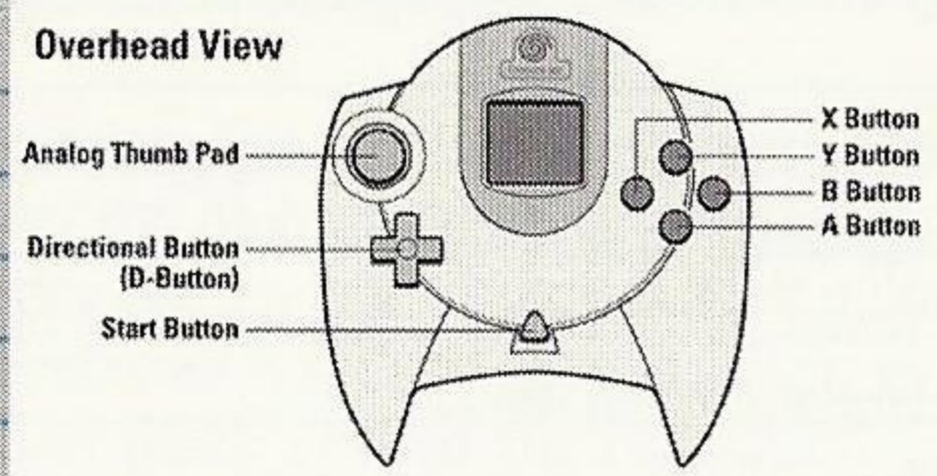
# Controller

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y, and Start Buttons. This will cause the Dreamcast to soft-reset the software and display the title screen. When the Jump Pack/Vibration Pack is inserted into Expansion Socket 1 of the Dreamcast Controller, the Jump Pack/Vibration Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

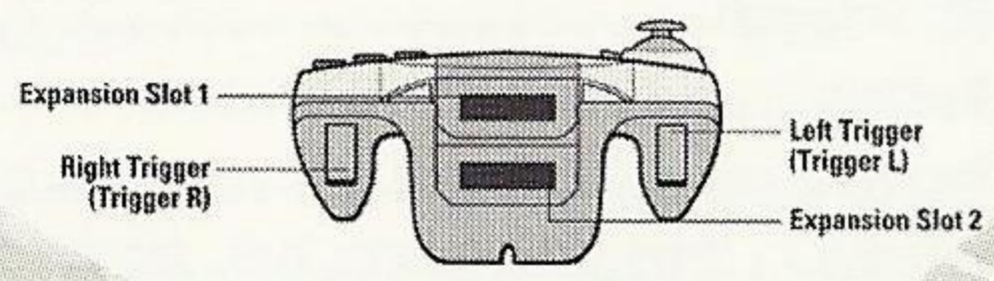
If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

## SEGA DREAMCAST CONTROLLER

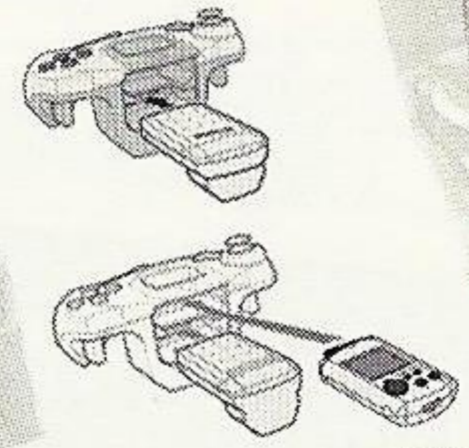
Overhead View



Forward View



## SEGA DREAMCAST JUMP PACK™



# Menu Controls

- Directional Button ↑/↓ ..... Move between selections
- A Button ..... Confirm selection
- B Button ..... Back one selection or screen



# Game Controls

Analog Thumb Pad	Relative Movement (walk and rotate in the direction you want to move)
Directional Button ↑	Move Forward
Directional Button ↓	Jump Back (hold to walk backwards)
Directional Button →	Rotate Clockwise
Directional Button ←	Rotate Counter-Clockwise
B Button	Use/Activate/Confirm
Left Trigger	Start/Rev Chainsaw
A Button	Use Chainsaw
B Button	Turn off Chainsaw
X Button	Use Left-Hand Weapon
Y Button	Ash One-Liner
Right Trigger	Run (hold and press direction)
Start Button	Inventory Screen



**Finishing Move** – During combat with various Deadites, they will fall into a wounded idle state when on the verge of death. This is your chance to finish them off as only Ash could do. Simply step in front of the Deadite and gut it with your chainsaw (press the B Button). As it flails around in pain, use your left-hand weapon (press the X Button) to finish it off complete with a one-liner!



# The Evil In The Woods and Jenny from Arts & Crafts

It was another long day of duty in Housewares. The nightmares are keeping me up most nights, so it's difficult keeping up the high standard of excellence S-Mart expects from its employees. Yesterday during lunch break, I took a chance and tried an incantation I thought I remembered from the Necronomicon ex Mortis. Roughly translated, the Book of the Dead. I hoped the recitation would stop the nightmares. A "Nictu Gashru Umuna something or another." I figured they'd get the idea and buzz off. But no dice.

The nightmares are bad. Deadites, that old cabin in the woods, flashes of my long history of kicking their rotted flesh asses. But something isn't right. The Deadites are strong. It's as if there's some large evil building and preparing to burst forth onto the human world. Sometimes they actually get to me and slowly tear my flesh with their jagged teeth, roll the meat between their gums, and make me listen as they chew with their mouths open. Then they use their nails to rip the...well you get the idea. The images are bad. Brussel sprout bad.

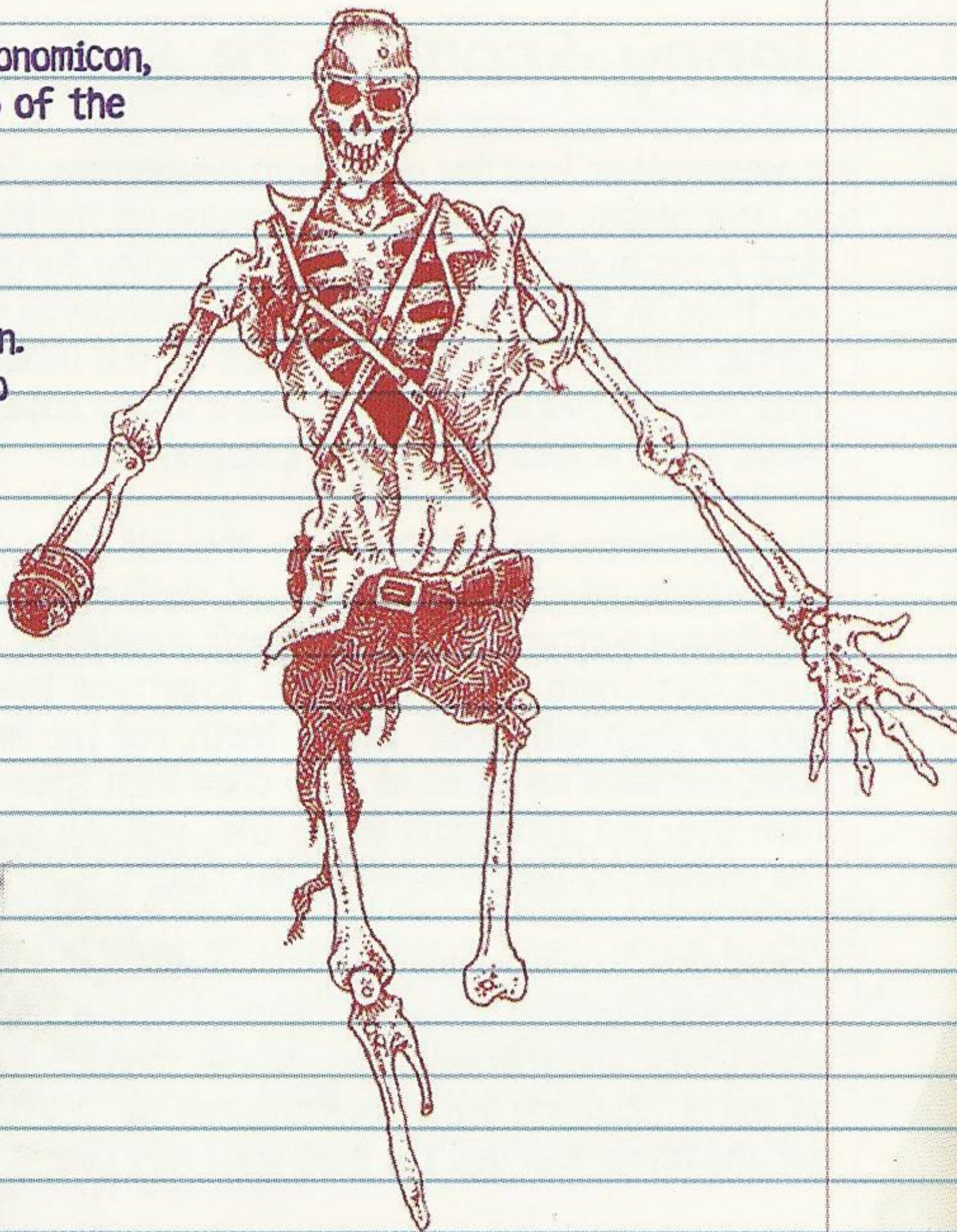
I keep this journal and notebook as a reference in case I need to save the world again. It's been too many years, and there's nothing worse than strapping on the ol' chainsaw and forgetting how to get the motor started. I've kept some left over



(cont'd from pg 5)

copies of pages from the Necronomicon,  
sketches of Deadites and a map of the  
area near the cabin.

My girlfriend is Jenny,  
Assistant Manager of Arts &  
Crafts...and the voice of reason.  
She's willing to drive me back to  
the cabin in the woods so that  
I can confront my fears and  
take the nightmares head on.  
It's gonna be a rough ride...



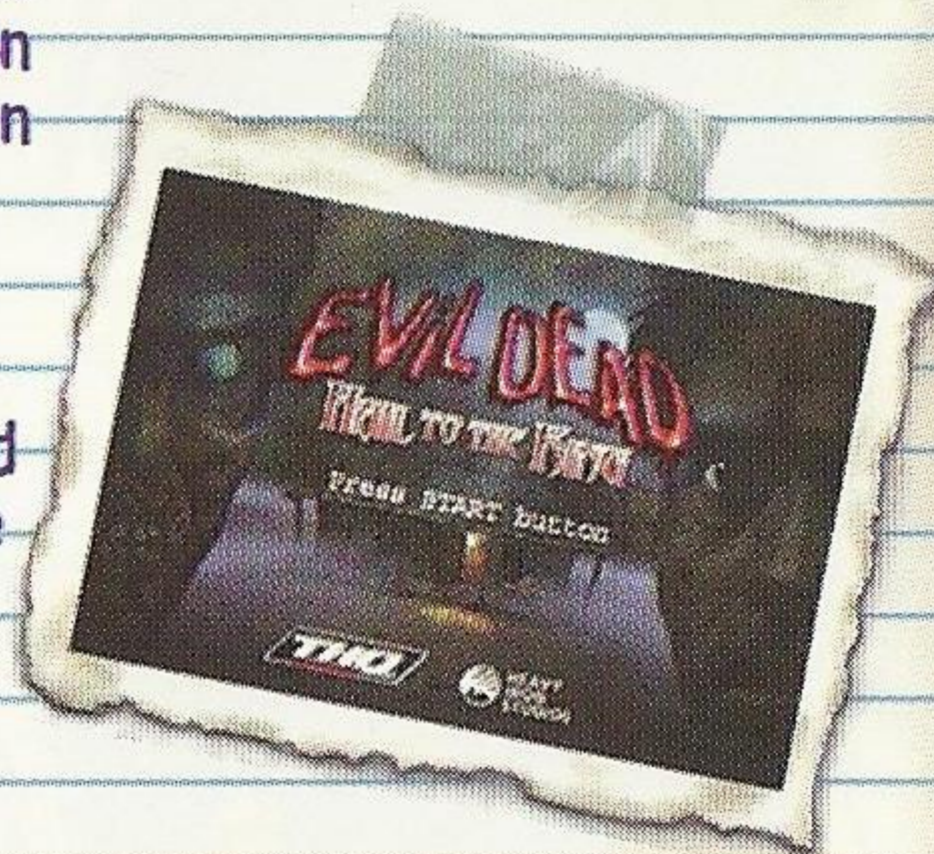


# Main Menu

- ↑/↓ ..... Move between selections
- A Button ..... Confirm selection
- B Button ..... Return to previous screen

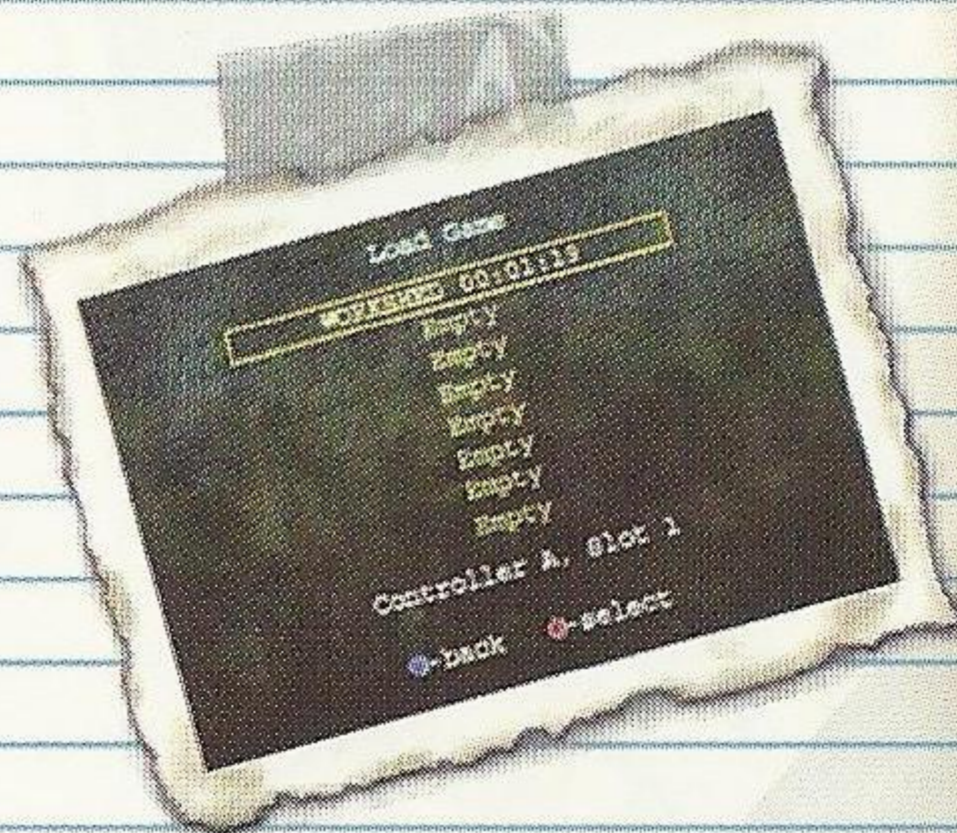
## New Game

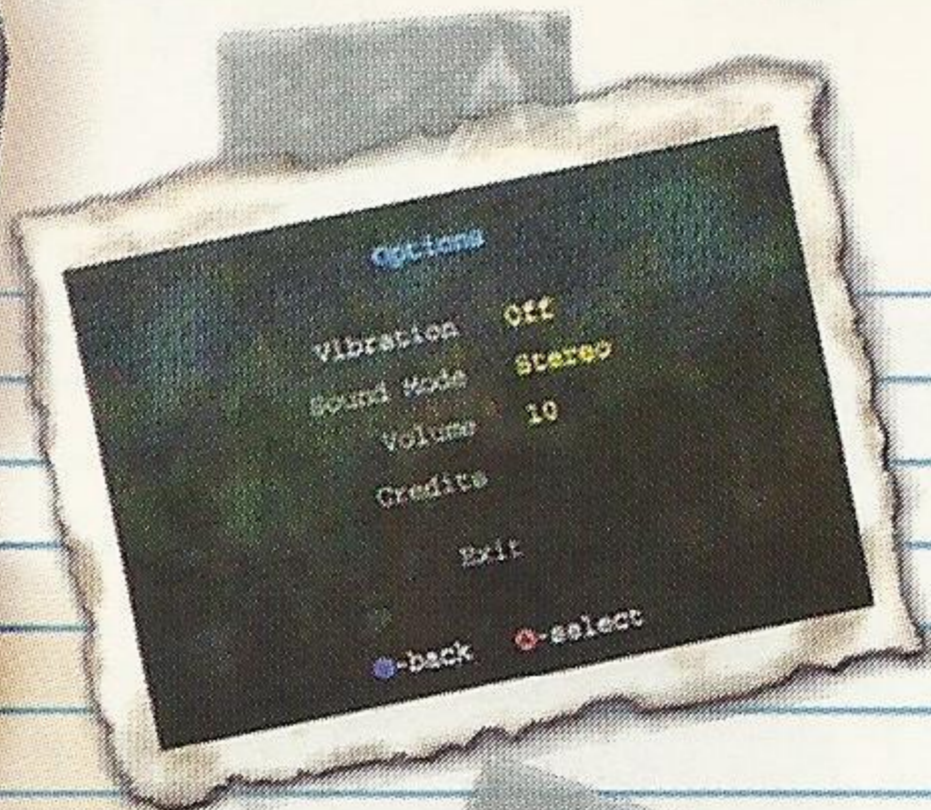
Select this option to start a new game. You will head into the woods with Jenny...to the cabin. Every time you select this option, you will start over again. You will head into the woods with Jenny...to the cabin. Controlled déjà vu.



## Load Game

You can load a previously saved Evil Dead: Hail to the King game by selecting this option to display the Load Game Screen. Once this screen is displayed, move the cursor to the saved game you wish to load and press the A Button. The saved game will load and you will resume play at the saved location.





## Options

Select this to display the Options Screen.  
There are five options from which to choose:

**Vibration** – Turn the Jump Pack (sold separately) vibration feature ON or OFF

**Sound Mode** – Toggle between STEREO and MONO sound.

**Volume** – Adjust the sound volume in the game.

**Credits** – View the credits.

**Exit** – Return to the Main Menu.

Use the Directional Button (← or →) or the Analog Thumb Pad to change the settings.



# Being Ash (Ain't Bad)

Being Ash ain't too bad... except for the unfortunate link to hordes of evil.

Health Bar

## On-Screen Game Information

A health bar indicating Ash's current level of health will drop down in the upper-left corner of the screen when needed. If there is an enemy on screen, it is likely that the health bar will be displayed since the enemy will be trying to put the hurt down. The green health bar will decrease to the left as health diminishes. Less green, less Ash.

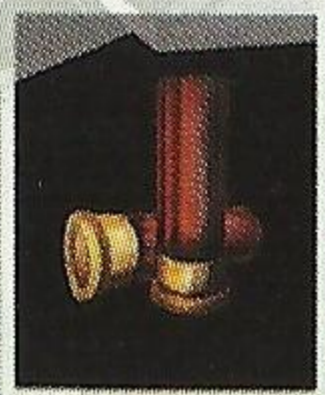


## Health, Power-ups and Objects

Just when it seems like all hope (or ammo) is gone, you can probably find a nearby item that will help you. To pick up an item in the environment, walk up to the object and press the B Button. The inventory screen will be displayed and you can select what you'd like to do with the item. Various items include:

**Health** - Look for first aid kits, various food items and mushrooms that can be converted into food once you have found the handy-dandy Wolverine Survival Guide.





**Ammo** – Look for standard ammo fare like bullets and shotgun shells. You will also find upgrade parts that can be used to modify your existing weapons. After a weapon has been upgraded, the appropriate ammo can be found throughout the environments.



**Blank Tapes** – Use these to save your game progress at any Inventory Chest found throughout the game.

**Gas Cans** – Make sure to collect gas cans to refill your chainsaw with fuel.

**Puzzle Pieces** – Throughout the game, you will have to find various objects in order to solve puzzles needed to advance in certain areas. Pay attention to the cinematics for clues and objectives!

**Necronomicon Pages** – You will have to collect pages from the Necronomicon that have been scattered throughout the woods. Collect them all in order to drive out the evil and seal the gate that brings them into our world.

**Journals & Notes** – During your travels, you will find various journal entries, research notes and other text pages that will provide you with backstory and possibly some useful information.



# Inventory Screen



Press the Start Button to pause the game and display the Inventory Screen, which gives you access to your inventory and other options. Once in the Inventory Screen, press the Start Button to return to the game.

## Options

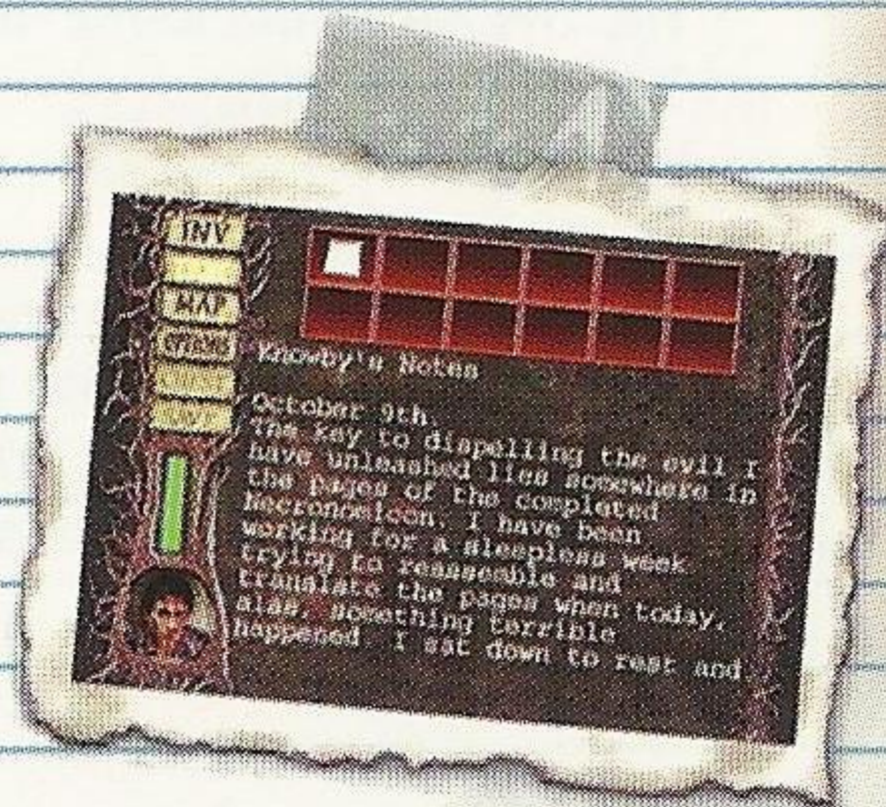
In the upper left corner are six options:

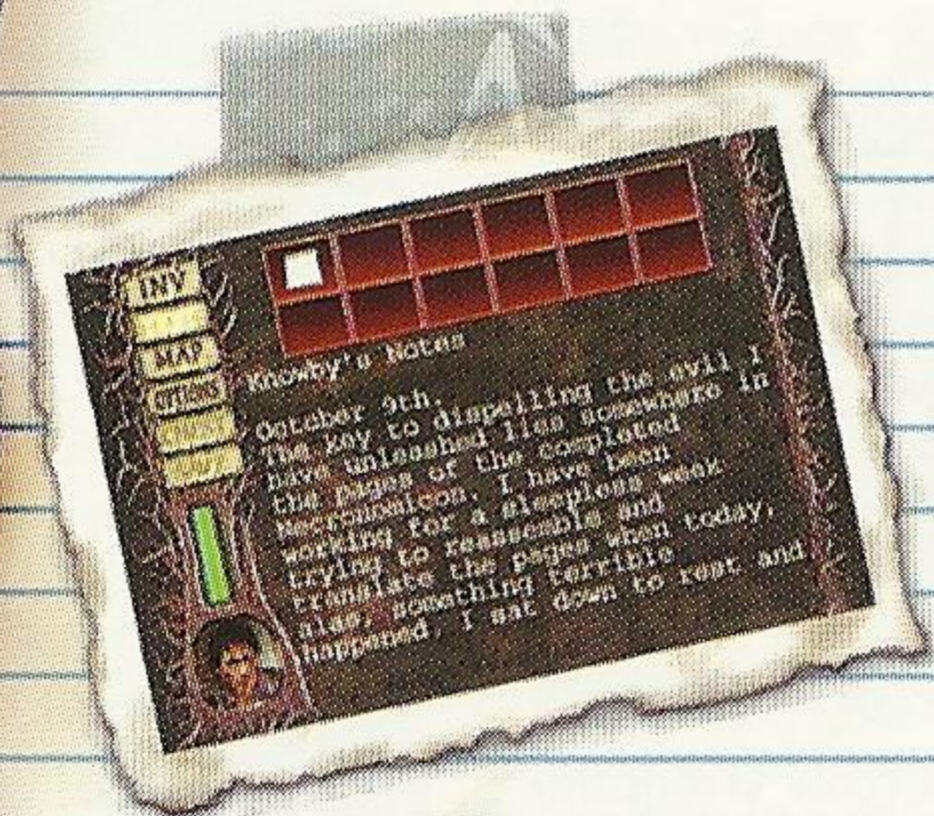
### Inv

Select this option to view your current inventory including weapons and items.

### Text

Select this option to view the various notes, journals and Necronomicon pages you've collected. Use the Directional Buttons or Analog Thumb Pad to select the item of text from the inventory along the top of the screen, then press the A Button to display its text.





### Map

This option allows you to view a map of the area. Your current position is indicated by a yellow dot on the map.

### Options

Select this option and press the A Button to display the Pause Screen. Once on the Pause Screen, you can view the main game options (see page 8) or quit the game.

### Chest

Select this option to move items to and from your inventory into one of the Inventory Chests that can be found throughout the game. To do so, step in front of the chest and press the B Button to display your inventory and the contents of the chest. To move an item, select it using the yellow cursor and press the A Button. Then move the blue cursor to the empty slot in which you want to move the item. Press the A Button to move the item. Hit the Start Button or use the Inv option to return to the main Inventory Screen.

### Save

You can save your progress to a memory card whenever you are at an Inventory Chest and have a blank Save Tape in your inventory. Use the Directional Buttons to move the cursor and select an available slot. Press the A Button to save the game.



## Health Meter

The Inventory Screen has two health indicators for Ash – a meter and a picture of Ash's face. The more wounded the face, the more wounded is Ash. The lower the green bar, the less health Ash has. Use health items to replenish Ash's health.

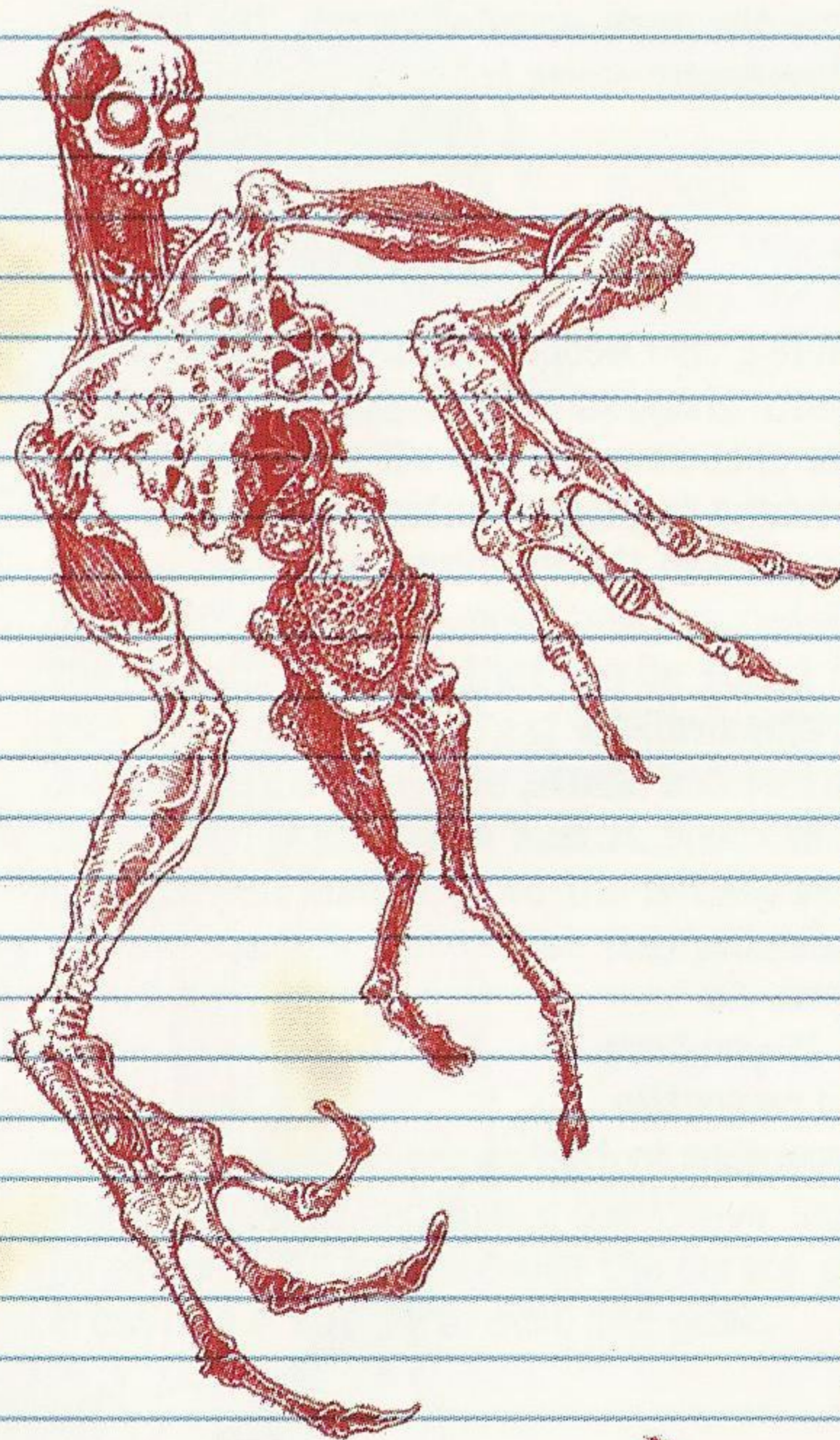
## Weapons

At the top of the Main Inventory Screen are five weapon slots. The first slot permanently contains the chainsaw. Beneath the chainsaw icon is a red bar that indicates the current level of fuel in the chainsaw. The bar will decrease to the left as fuel is consumed. If you have gas cans in your inventory, you can refill the chainsaw by selecting a gas can in the inventory and pressing the A Button.

The remaining four slots are used to display available weapons. The full standard weapon suite includes an axe, pistol, shotgun and rifle. Once a weapon is found, it is automatically added to its slot. Beneath projectile weapons is a small white number that indicates the number of rounds remaining in the weapon. As rounds are used, the number decreases. If you have ammo in your inventory, you can reload a projectile weapon by selecting the appropriate ammo item in the inventory and pressing the A Button.



(cont'd from pg 13)



Upgrade parts can be found throughout the game and used to modify the standard weapons. To use an upgrade kit, select it from your inventory, move the blue cursor to the weapon you wish to upgrade, then press the A Button. The weapon icon will change to reflect the upgraded weapon. Once a weapon is upgraded, the appropriate ammo will become available as items are found throughout the game.

## Objects

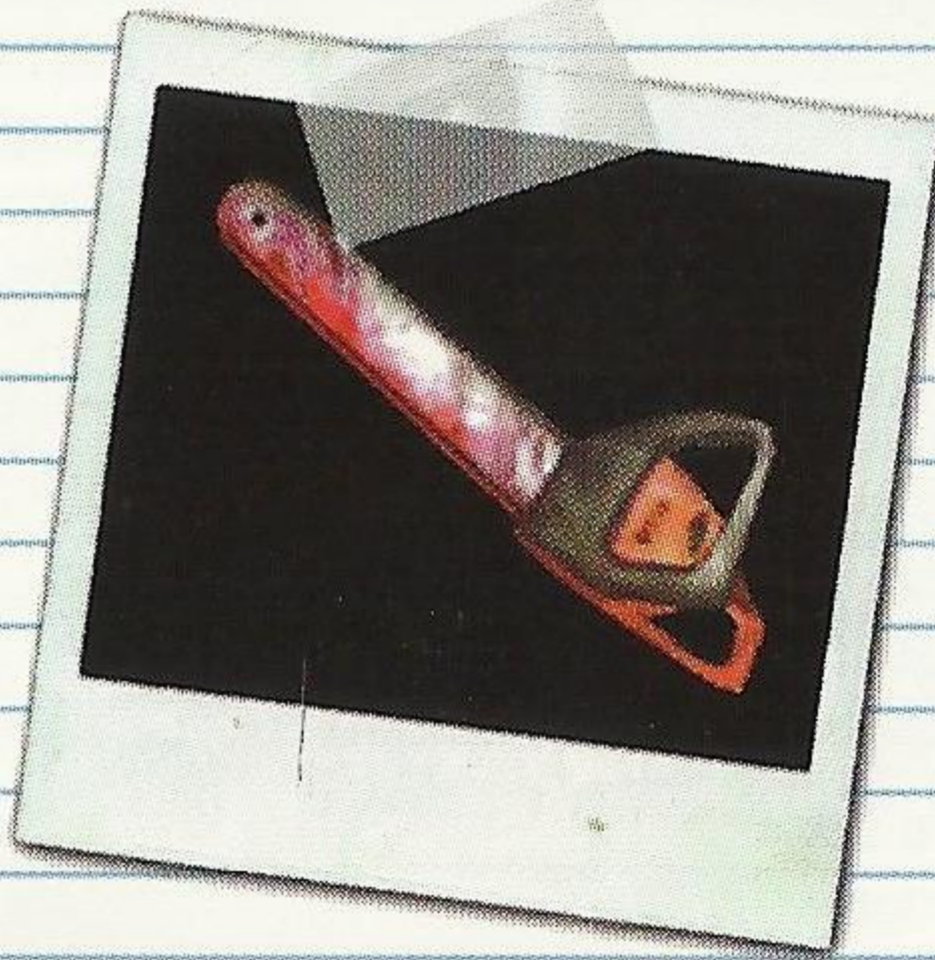
On the right side of the Inventory Screen are twelve slots used to store objects and items found throughout the game. These include a range of health kits, ammo, puzzle pieces and the like. To use an item, simply move the cursor to the desired item slot and press the A Button. Any subsequent effect will occur immediately, such as a boost in health or increased fuel for the chainsaw.





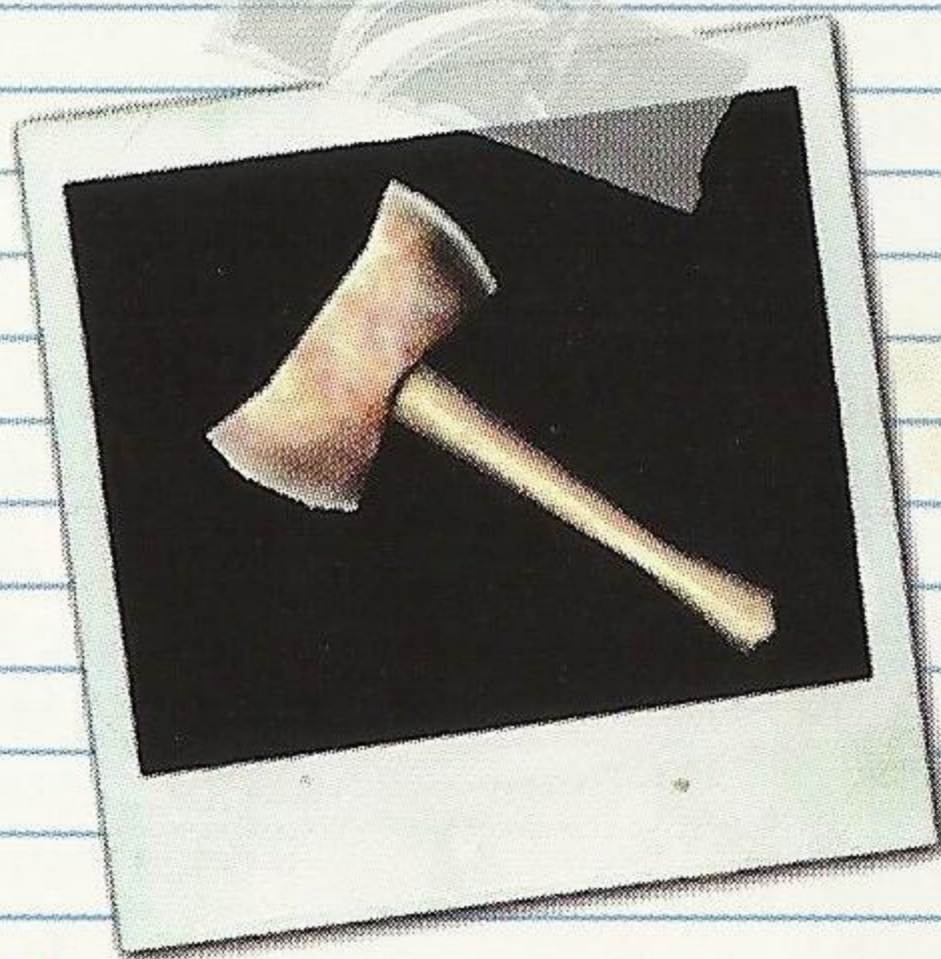
# Talk Loudly And Carry A Big (Boom) Stick

There are five standard weapons in the game: chainsaw, axe, pistol, shotgun, and rifle. All weapons but the axe can be modified by using upgrade parts found throughout the game. There is one level of upgrade for each weapon, the result of which is increased power.



## Chainsaw

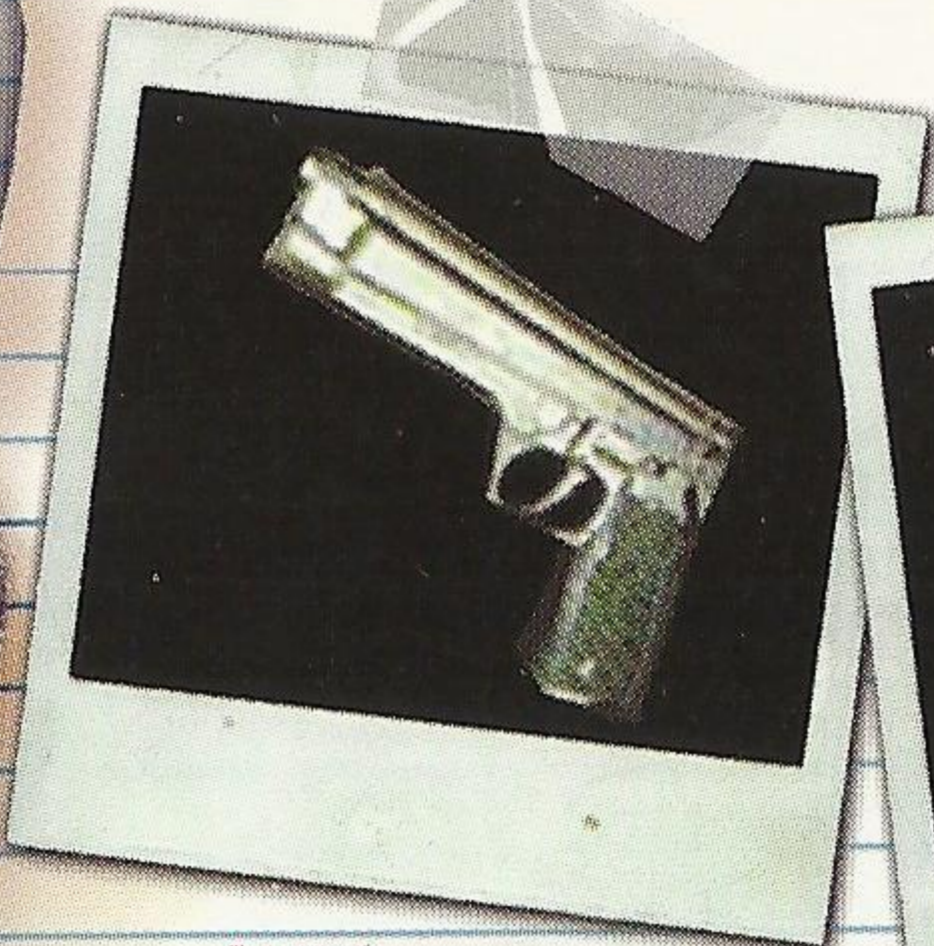
The signature weapon of Ash. Attached at the wrist after cutting off his possessed hand, the chainsaw is most fun when used to gut Deadites.



## Axe

Ash starts the game with the trusty axe from the cabin. Good for chopping wood and Deadites. Obviously this weapon is only useful at a close distance.





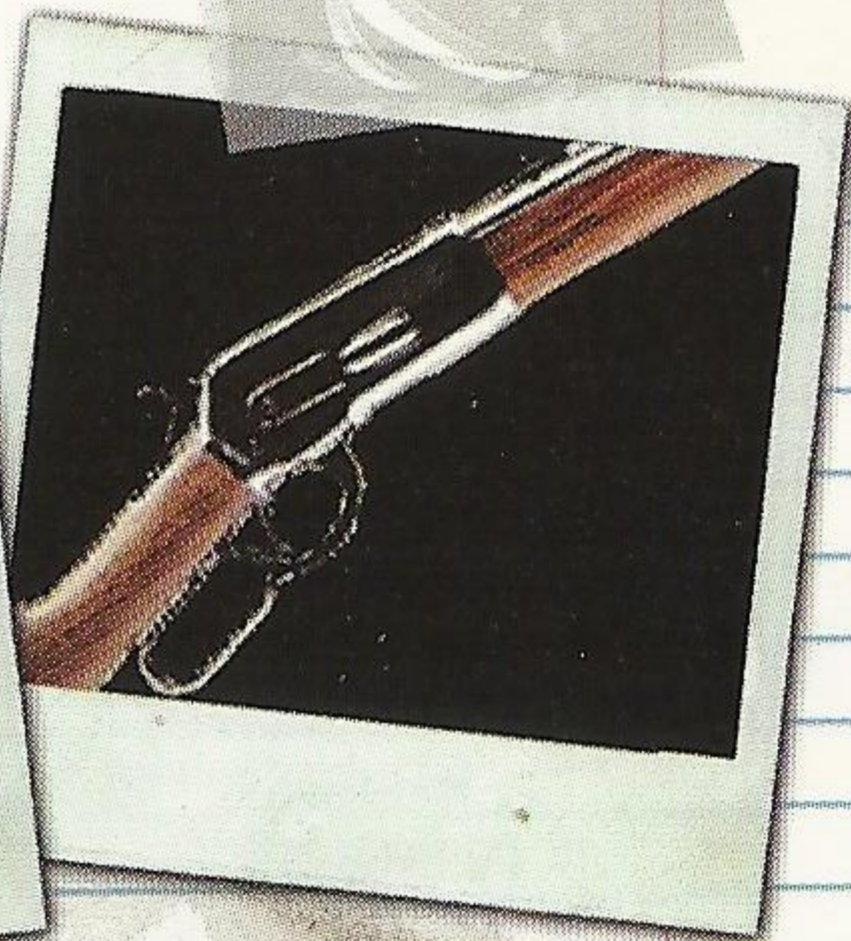
### Pistol

This is Professor Knowby's old .45 pistol. Ash starts the game with the pistol in his inventory.



### Shotgun

The 12-gauge double-barreled, walnut stocked, cobalt blue steeled, hair-triggered shotgun. Better known as The Boomstick. Holds less ammo but does more damage.



### Rifle

This weapon holds fewer rounds than the pistol but more than the shotgun. Does decent damage. Might be able to find it near that old campground.



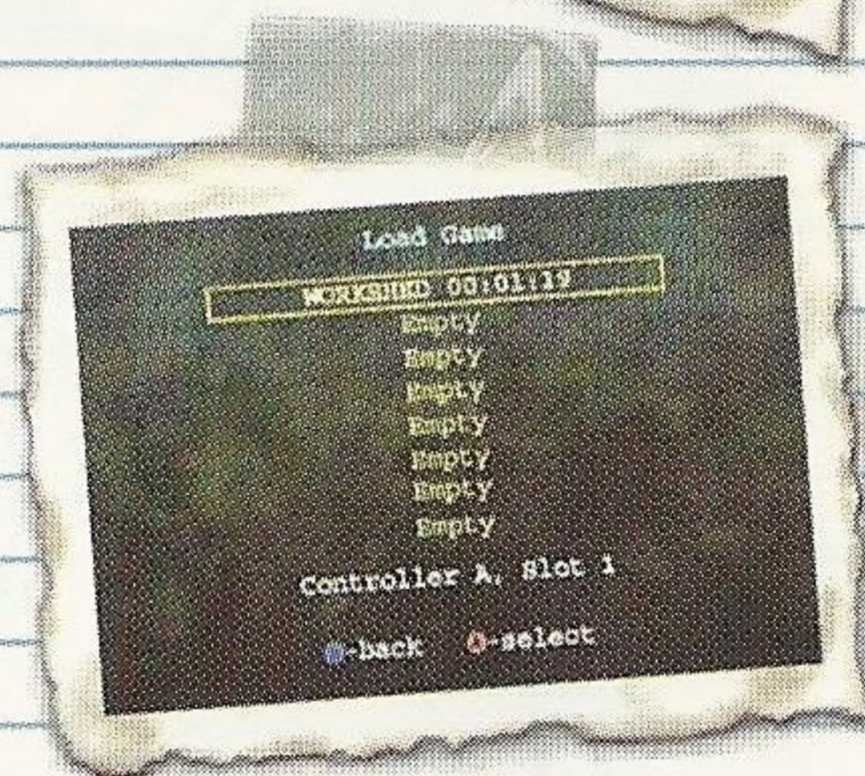
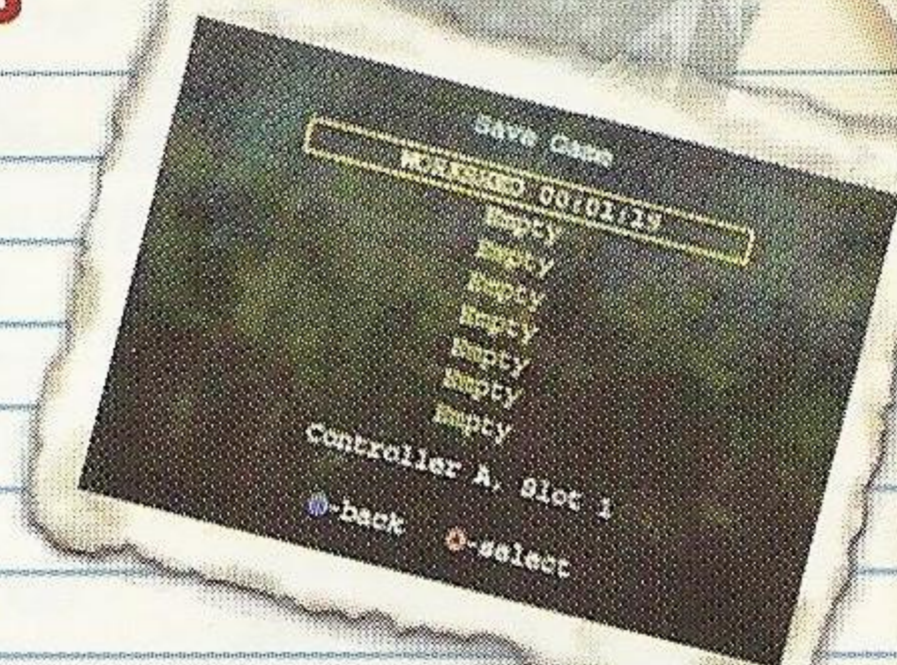
# Saving / Loading Games

Sometimes you just need a break from fighting evil and saving the world... again. This is where the Save/Load feature comes in handy.

**Saving Games** - You can save your progress to a memory card whenever you are at an Inventory Chest and have a blank Save Tape in your inventory. Go into the Inventory Screen and select the Save option to display the Save Screen. Then use the cursor to select an available slot. Press the A Button to save the game.

**Loading Games** - You can load a previously saved Evil Dead: Hail to the King game by selecting the Load Game option from the Main Menu on the Title Screen. Once the Load Game Screen is displayed, move the cursor to the saved game you wish to load and press the A Button.

**Note:** While saving a game file, never turn OFF the Dreamcast power, remove the memory card or disconnect the controller.



# Old Map of the Cabin and Forest

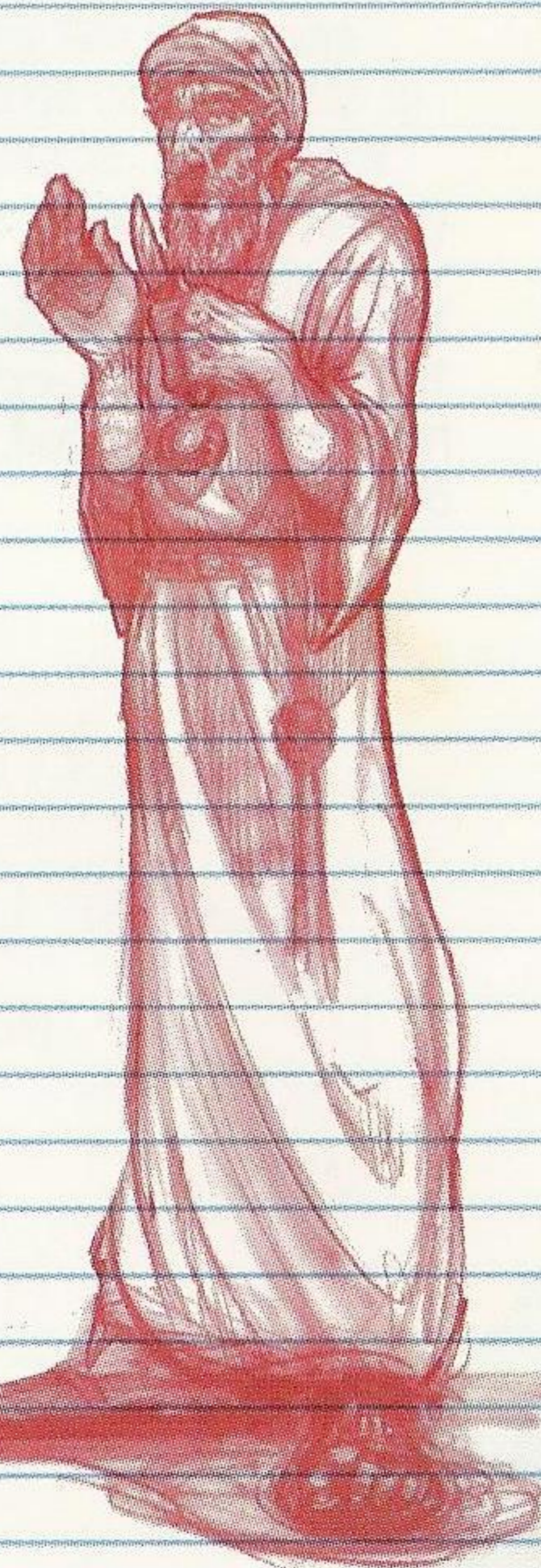
I found this crude map inside Knowby's cabin. It seems to show the surrounding areas near the cabin. This might come in handy once I return to those evil woods.



# The Mad Poet Alzeez of Damascus & the Dark Ones

The Mad Poet. That's what they called Abdul Alzeez of Damascus. The life's work of that primitive screwhead was the Necronomicon ex Mortis. He's the bonehead who translated the ancient texts of the Dark Ones, and prophesized of the Warrior From The Sky who fell from the heavens to save the world from the wretched rule of demons.

The Dark Ones once ruled the earth... long ago. That is until they were banished to their realm. But now it seems they're a little homesick and want to come back to rule over man again. And of course the Book of the Dead is their key to earth's front door. That and sacrificing my girl, Jenny. But that ain't gonna happen. Not if I have anything to say about it.



# Deadite Drawings from the Necronomicon

## Evil Hand

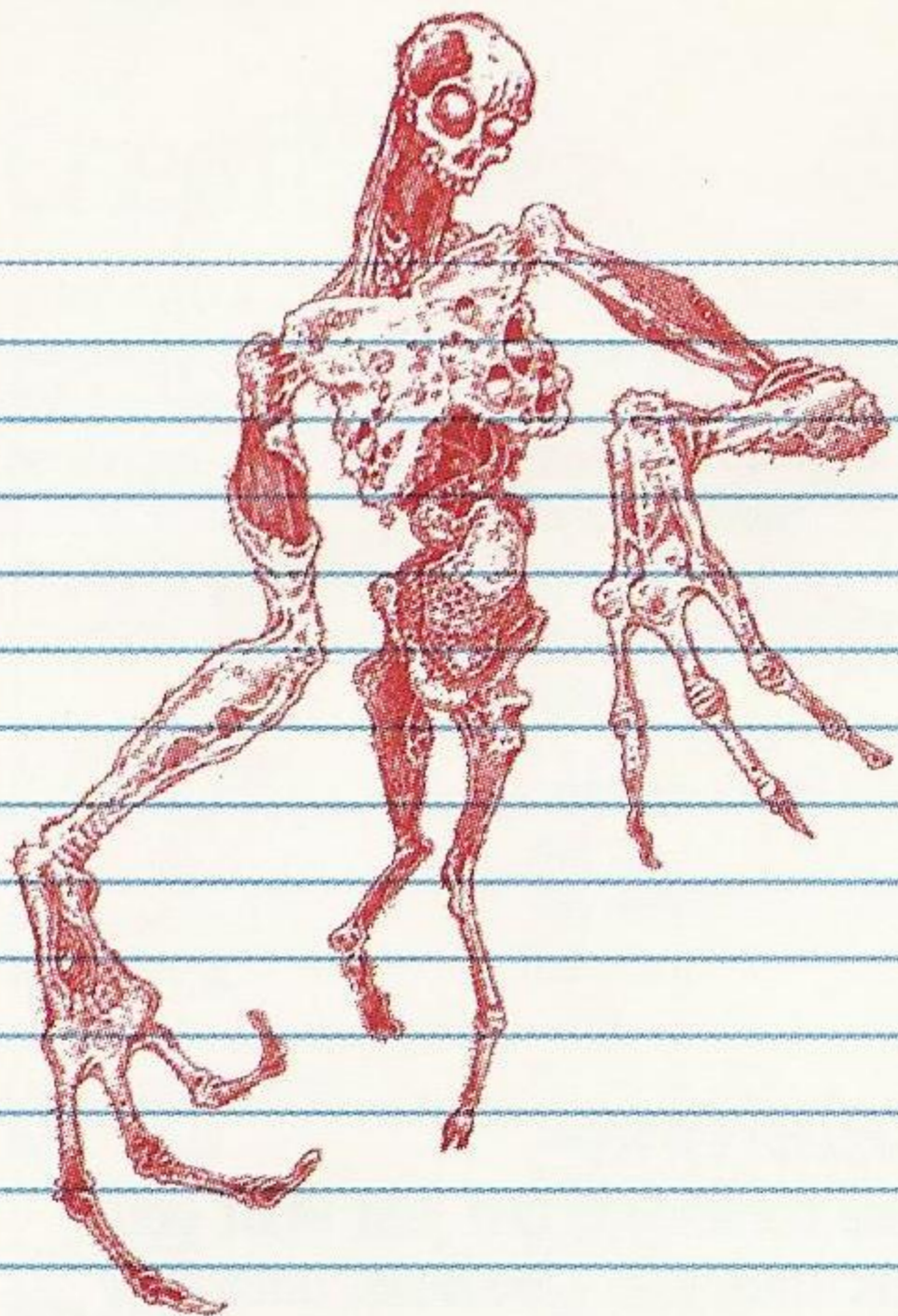
Yeah, it's my hand. During my first trip to the cabin, evil got into my hand and it went bad. So I lopped it off at the wrist.



## Bad Ash

The Dark Ones knew of my weird connection to the Necronomicon, so they thought spinning off my evil half to do their bidding would be a good idea. Wrong. He may be bigger and stronger, but he isn't half the man I am. But then again, he's 95% more deadite than me... and that's a problem.





## Wolverine Troop

I had heard reports of the missing troop of Wolverine Scouts. Seems they went on a little camping trip in the woods. Big mistake. But it's not really my problem... unless they make it my problem. In that case, they're all going to be receiving a Special Badge in Buckshot Collecting from Uncle Ash.

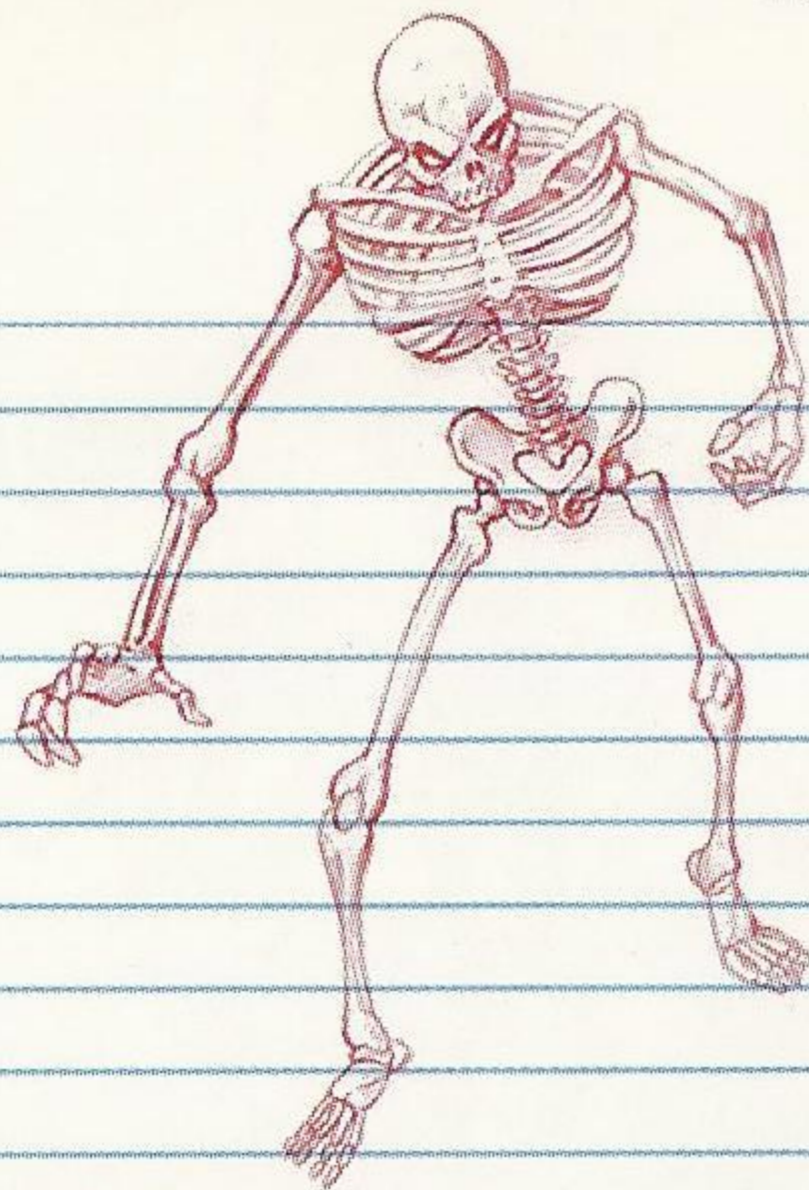
## Deadites

Deadites are the drones of the Dark Ones – their army of slaves eager to eat flesh and carry out the demonic biddings of their masters. Some were once human, others are spawned straight from Hell. Don't know which of them is worse. Doesn't really matter, though. The ol' chainsaw doesn't know the difference... and doesn't care.



## Hellbillies

Don't know for sure, but there might be another shack nestled somewhere in the woods. Heard it was some sort of weirdo family. I fear that the evil has already reached them. Who knows? I may have to pay those inbreds a little house call.



## Skeletons

These boneheads are just what you think they are – soulless, animated skeletons that were once human... that is, until the evil turned them into their little slaves.

I'm sure there is more evil in the woods and perhaps elsewhere. I know they at least exist in my nightmares. More deadites. More unspeakable horrors. Well... unspeakable at least until I run into them...





# Credits

## Based on EVIL DEAD

Sam Raimi  
Rob Tapert  
Bruce Campbell

## Heavy Iron Studios

General Manager  
Steve Gray

Producer  
Mark Morris

Lead Designer  
Matt Coohill

Designers  
Kris Jackson  
Jeffy Branion

Programmers  
Dan Kollmorgen  
Marcel Samek  
Shiraz Akmal  
Kay Cloud  
Jake Kauth

Art Director  
Ira Gilford

Lead Artist  
Robert Yang

Animation Director  
Gregory Ecklund

Character Concepts  
Carlos Huanes

## Characters & Animation

Kyle Kirby  
St. John Colon  
Eliot Cail-Sirota  
Alex Cei  
Rob Ostir  
Xin Chung

Digital Artists  
Jason Yanofsky  
Richard Matsushita

Alex Cei  
Bob Rossoff  
Dave Nix  
Avi Das  
Bryan Whitaker

Jeff Benoit  
Lisa Foster  
Neville Spiteri  
Peter Baustaedter  
Rosa Lin  
Steve Galle

Texture Maps & Matte  
Paintings  
Chan Ho Lee  
Scott Chiu

Yongki Yoon  
Peter Baustaedter

Compositing  
Jason Yanofsky  
Scott Chiu  
Robert Yang  
Bryan Whitaker  
Jeff Benoit

Storyboards  
Peter Ramsey  
Rpin Suwannath

Audio Supervisor  
Jeffy Branion

System Administration  
Joachim Thuau  
Armen Toorian  
Greg Ercolano

Office Administration  
Carmen Bogan

Additional Level Design  
Byron Jelden

THQ  
[www.thq.com](http://www.thq.com)

Executive Producer  
Scott Krager

Associate Producer  
Rob Loftus

Assistant Producer  
Gregg Nakawatase

Senior Product  
Manager  
Alison Quirion

Associate Product  
Manager  
Greg Donovan

Publicity  
Liz Pieri  
Kathy Mendoza

Creative Services  
Howard Liebeskind  
Kirk Somdal

Instruction Manual  
Alan Barasch

Lead Tester  
Greg Manley

Testers  
Josh Austin  
Morgan Clark  
Ryan Datry  
Dan DeLeon  
George Erwin



Christopher Gonzalez  
AJ Hernandez  
Erik Hernandez  
Dan Koontz  
Scott Mainster  
Tim Ogle  
Brian Turner  
Mark Vance  
Shaun Wharton



Tommy Tallarico  
Studios, Inc.

Sound Design  
Joey Kuras

Music Composed By  
Tommy Tallarico  
Todd Dennis  
Chris Rickwood  
Jack Wall

Orchestrator  
Steve Salani

Recorded in Budapest,  
Hungary by the  
Hungarian National  
Symphony Orchestra  
and the Budafok  
Chamber Choir

Conductor  
Imre Kollar

Recording Engineers

Istvan Biller

Balint Biller

Music Produced By

Tommy Tallarico

Forte Music, Los Angeles

Audio Production

Coordinator

Thomas V. Tallarico

Renaissance Pictures

Sam Raimi

Rob Tapert

George Strayton

Ali Rasul

David Pollison

Sue Binder

Digital Banshee

Special Visual Effects

Inferno Compositing

Renee Chamblin

Method Studios

Inferno System &

Post-Production

Services

System Administration

Scott Taylor

WAMINET

Render Farm

Tim Elliott

Josh Colbeck

Packaging &

Manual Layout

Axiom Interactive

Design

Voices

Ash / Evil Ash

Bruce Campbell

Abdul Alzeez

Ron Jones

Father Allard /

Troop Leader

Steve Brodie

Jenny

Erin Ashe

Annie Knowby / Grammy

Lani Minella

Merchant

Ryan Drummond

Guild Members

Frank Caesar

Dan Castle

Ron Jones

Professor Knowby

Chris Wilcox

Deadttes

Marc Biagi

Steve Brodie

Lani Minella

Special Thanks

Sam Raimi

Rob Tapert

Bruce Campbell

Brian Farrell

Jeff Lapin

Michael Rubinelli

Germaine Gioia

Leslie Brown

Peter Dille

Alison Locke

Tiffany Ternan

Jeremy Barnes

Jack Suzuki

Trent Ganino

See Un Lee

John Cooke

Matthew O'Callaghan

Pete Anderson

Colin Walter

Hana Lui

Kirby Smith

Vinegrettes

Kristin Prylow

Ken Reinstein



# Useful Tips

- If you feel a little overwhelmed by Deadites, try throwing out a snappy one-liner or two. It may just do the trick!
- Don't be afraid to put the hurt down on Deadites with a finishing move. You'll find it extra rewarding!
- If you ever feel unsure about something, look for various journals and notes left behind by those consumed by the Evil. Might find some useful info!
- If you're running low on supplies, you might just have to take out a few Deadites. Often times the best defense is a good offense!
- Use your ingenuity. Everyday items might become useful when used together or in the most unusual places.
- Don't be afraid to look around and check out the area. Otherwise, you might miss something important!



# SPAWN.COM **E GET SOME**



## **TOYS. NOT TRICK PHOTOGRAPHY.**

You better bring a friend if you face off against this plastic pugilist. Ash from *Army of Darkness* is aggression in action figure form. Go to [Spawn.com](http://Spawn.com) to see the rest of McFarlane Toys' Movie Maniacs 3 line for 2000 and find out where to buy them. **SPAWN.COM, MORE ENTERTAINING THAN A CHAINSAW AT A GUN FIGHT.**

**SPAWN.COM**

toys | movies | tv | video games | comic books | sports

**McFARLANE TOYS**  
IT'S AN ATTITUDE



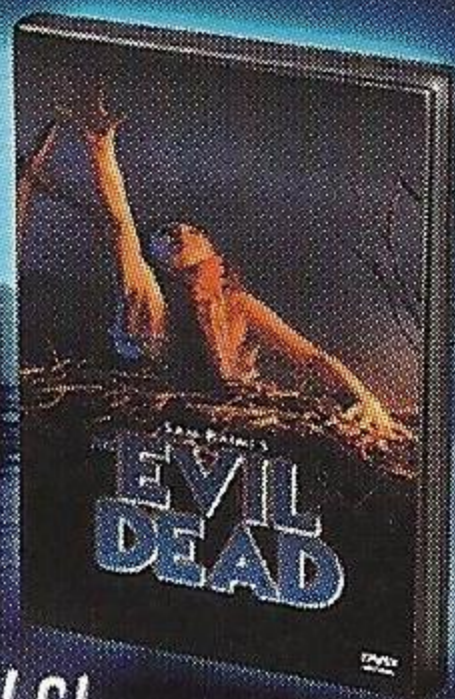
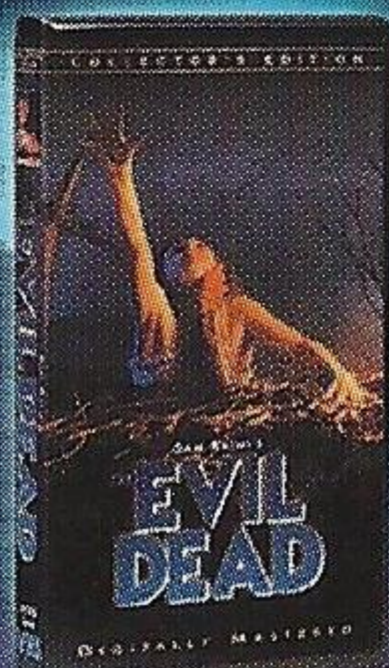
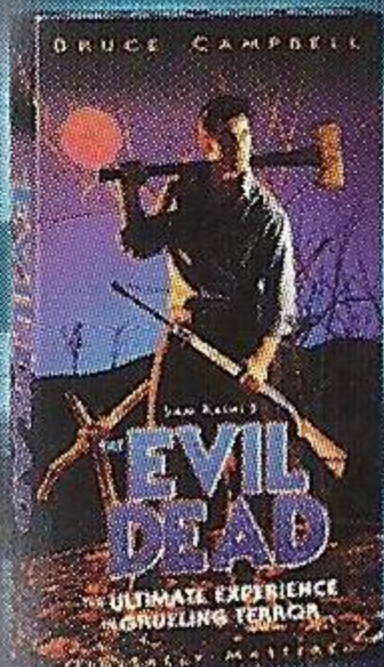
# BRING HOME THE EVIL DEAD SERIES ON VIDEO AND DVD FROM ANCHOR BAY!

ANCHOR  
BAY



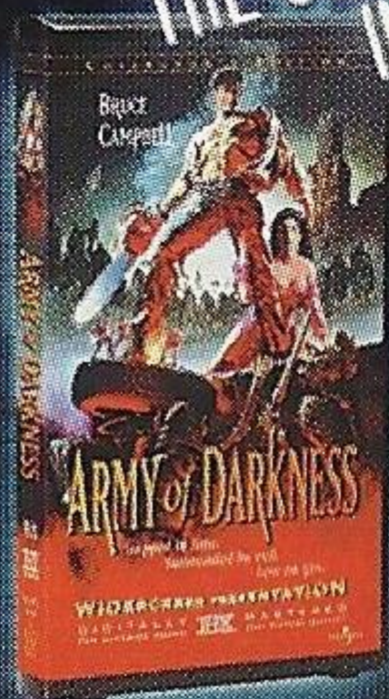
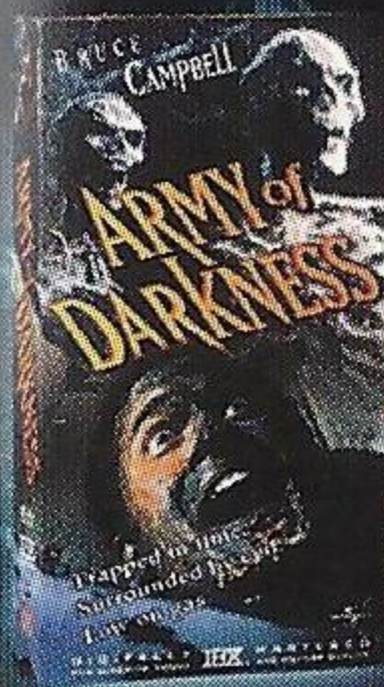
ENTERTAINMENT™

1699 Stutz Dr.  
Troy, MI 48084

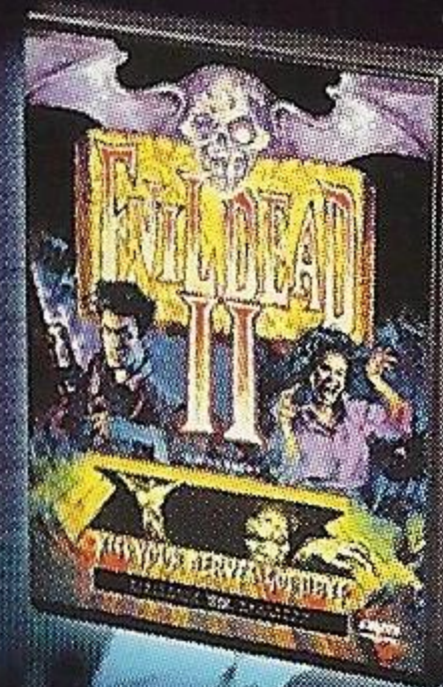
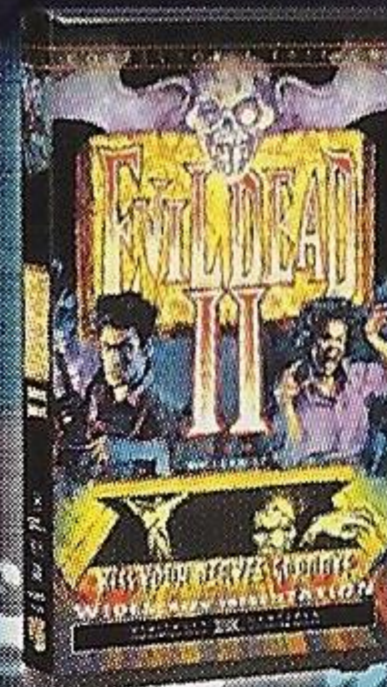
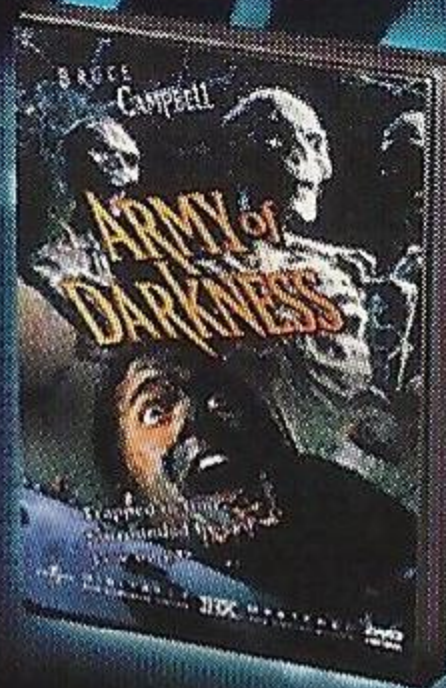


THE EPIC FINALE  
TO THE EVIL DEAD TRILOGY!

THE MOTHER OF ALL SEQUELS!



THE ULTIMATE  
IN GRUELING TERROR!



Available NOW From Your  
Local Video/  Retailer!

Renaissance  
PICTURES

CANAL+  
D.A

UNIVERSAL



The Evil Dead: © Renaissance Pictures. All Rights Reserved.  
Evil Dead 2: © 1987 Rosebud Releasing Corporation. All Rights Reserved.  
Army of Darkness: © 1992 Dino De Laurentiis Communications. All Rights Reserved.

© 2000 Anchor Bay Entertainment, Inc.  
[www.anchorbayentertainment.com](http://www.anchorbayentertainment.com)

## Warranty and Service Information

In the unlikely event of a problem with your product ("Evil Dead: Hail to the King"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **37003**. Please use this code to identify your Product when contacting us.

### Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

### To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

#### THQ Inc.

Customer Service Department  
27001 Agoura Road, Suite 270  
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

### **Repairs after Expiration of Warranty**

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

### **Warranty Limitations**

**THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.**

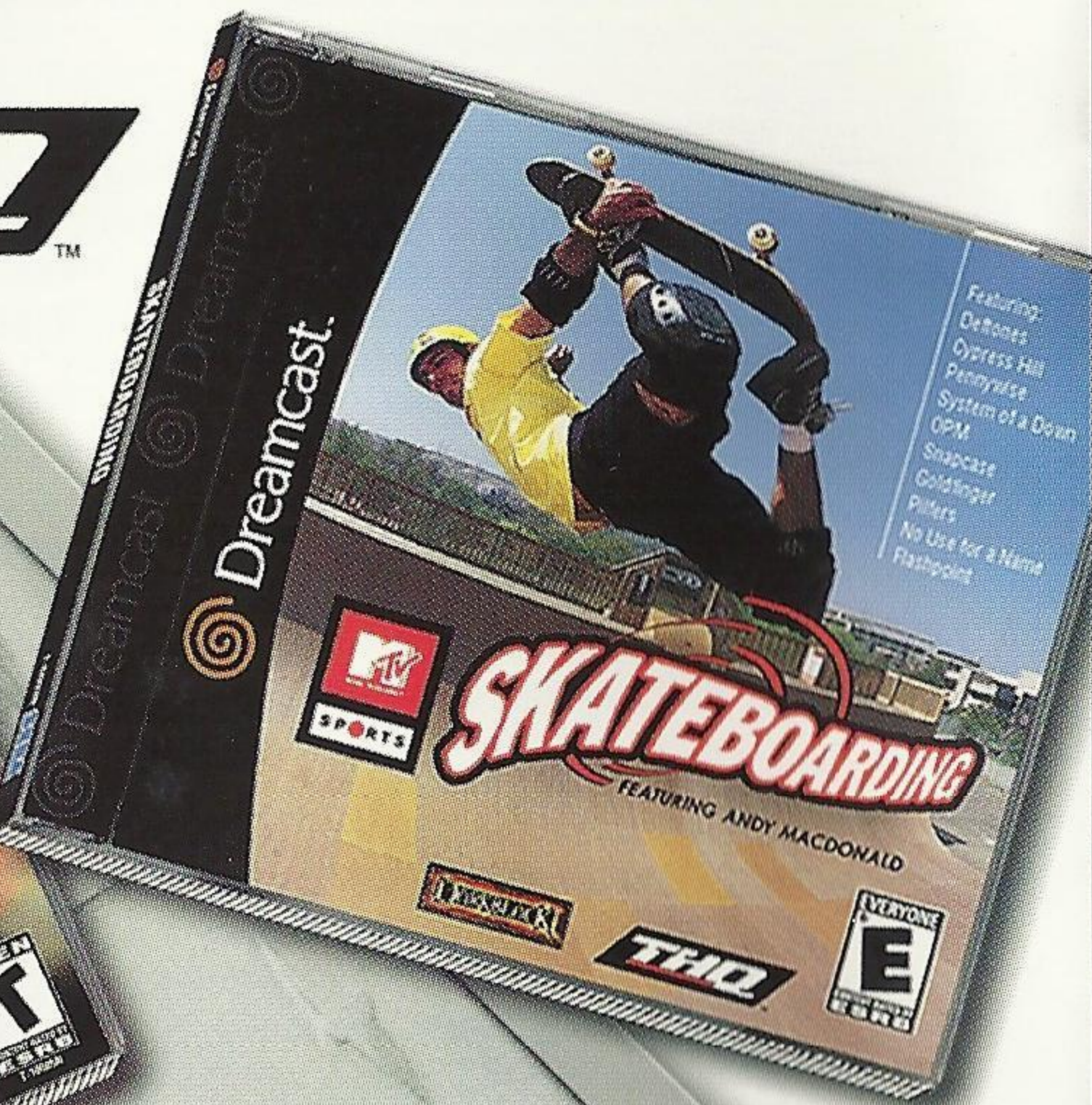
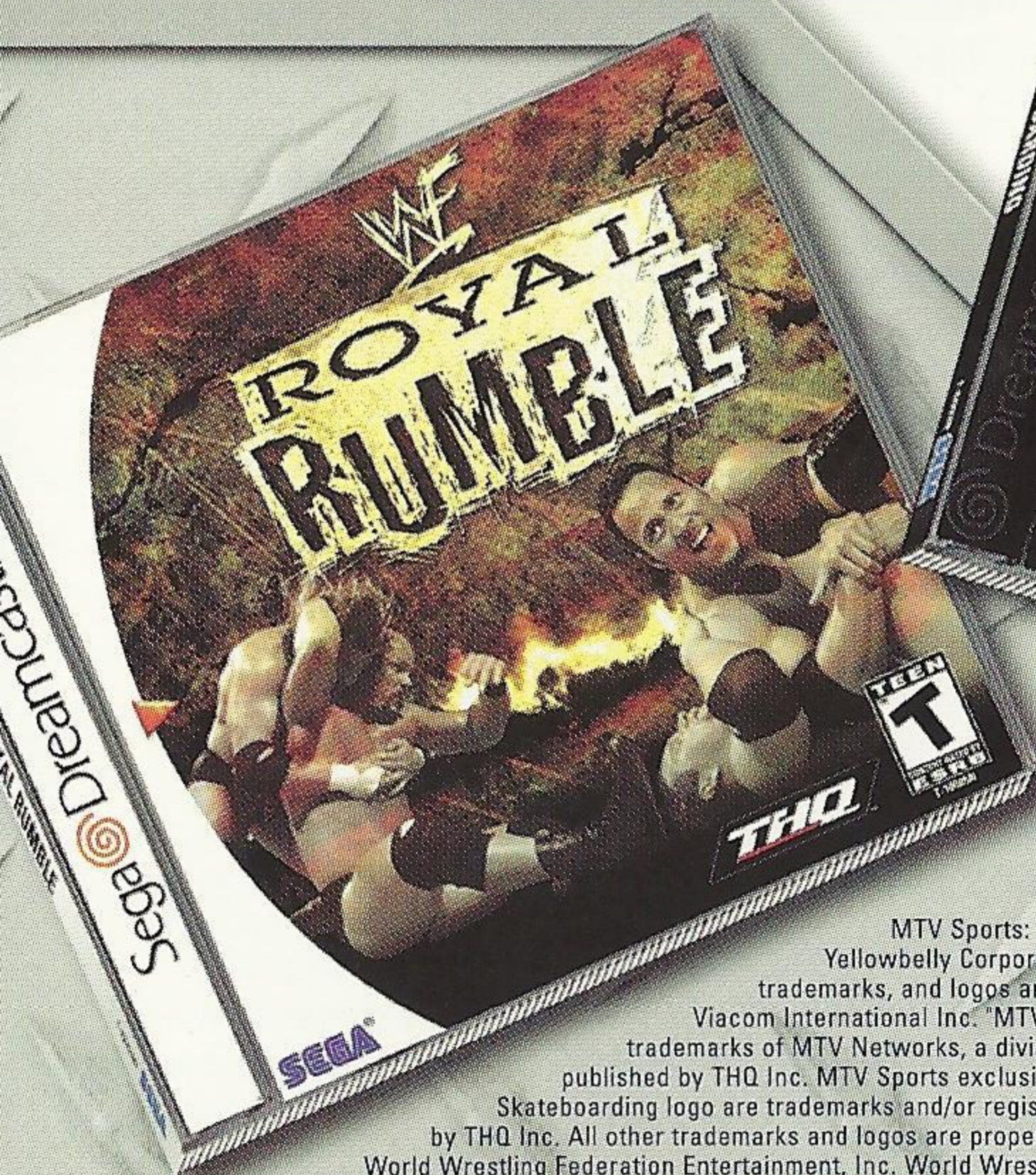
### **ESRB Rating**

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA. **WARNING:** Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc, P.O. Box 7639, San Francisco, CA 94120.

**SEGA®**

ALSO  
AVAILABLE  
FROM



MTV Sports: Skateboarding Featuring Andy Macdonald - Game and Software © 2000 Yellowbelly Corporation. Developed by Darkblack for Yellowbelly. "MTV Sports" names, trademarks, and logos and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. "MTV: Music Television" name, trademark and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. Game and software exclusively licensed and published by THQ Inc. MTV Sports exclusively licensed to THQ Inc. THQ, the THQ logo, Skateboarding, and the Skateboarding logo are trademarks and/or registered trademarks of THQ Inc. Andy Macdonald used under exclusive license by THQ Inc. All other trademarks and logos are property of their respective owners. All rights reserved. WWF Royal Rumble © World Wrestling Federation Entertainment, Inc. World Wrestling Federation, its logo, and all other distinctive titles and names used herein are trademarks of World Wrestling Federation Entertainment, Inc. © 2000 THQ/Jakks Pacific LLC.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc. P.O. Box 7639, San Francisco, CA 94120.

